BizHawk Git (2022/11/07)

2022-11-07

BizHawk Git (2022/11/07) is compiled. BizHawk is a A multi-system emulator written in C#. BizHawk provides nice features for casual gamers such as full screen, and joypad support in addition to full rerecording and debugging tools for all system cores.

BizHawk Supported Systems

* Apple II
* Atari
* Video Computer System / 2600
* 7800
* Lynx
* Bandai WonderSwan + Color
* CBM Commodore 64
* Coleco Industries ColecoVision
* Mattel Intellivision
* NEC
* PC Engine / TurboGrafx-16 + SuperGrafx + CD
* PC-FX
* Neo Geo Pocket + Color
* Nintendo
* Famicom / Nintendo Entertainment System + FDS
* Game Boy + Color
* Game Boy Advance
* Nintendo 64
* Super Famicom / Super Nintendo Entertainment System
* Virtual Boy
* Sega
* Game Gear
* Genesis + 32X + CD
* Master System
* Pico
* Saturn
* SG-1000
* Sinclair ZX Spectrum
* Sony Playstation (PSX)
* Texas Instruments TI-83
* Uzebox
* More coming soon..?

BizHawk Git Changelog:

* Use `Movie.NotActive` extension instead of negated `IsActive`
* Use `DialogResult.IsOk` extension everywhere and clean up
* Create and use `ToolStripDropDownItem.ReplaceDropDownItems` extension
* Refactor `MultiDiskFileSelector.BrowseButton_Click`
* Add `Util.BreakDebuggerIfAttached` helper

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*POST by **Jei** at 21:05*

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